

ABSTRACT

A graphics rendering software program for use on an embedded computing device includes an application layer, a graphics toolkit, and a graphics driver. the graphics driver includes a shape function layer and a framebuffer access macro layer. The shape function layer includes a target architecture specific instruction set for setting and retrieving pixel values, respectively, into and from a one-dimensional framebuffer memory. The framebuffer access macro layer includes a set of macros for inlining into the shape function layer.